The Assault on Tamalir

Prelude

The glorious city of Tamalir is under siege and the battle is almost lost!

The Assault

Early one morning, before sunrise, a vast host of creatures assaulted and laid siege on the city of Tamalir. The host seemed to consist of creatures of different kinds. This was highly irregular, as most of these creatures had only been encountered on their own, and never as members of a mercenary army. The answer to this riddle came swiftly, when the dragonlord Fromax was seeing flying high above the battlefield, behind the lines of the myriads of creatures now assaulting the city. For only a creature of such immense malevolence could have managed to create an army of otherwise dangerous and unpredictable creatures and monsters.

Whatever the motive of this attack may be, it took the city's defences by a complete surprise: the outer preliminary garrisons where the first to fall to the swarm of creatures that simply overwhelmed the defenders. Within a short time (and with minimum effort), the enemy host had taken over the left, right and central paths to the city. When the host reached the plateau before the main gate, it suddenly halted. As more and more creatures started pouring from the main entrances and into the opening, their sinister plan became clear…

The defenses of Tamalir

Even as more and more of the enemies gathered under the walls of the city of Tamalir, it was still not clear to the defenders of the city how a host of rag-tag creatures and monsters could ever hope to do anything against the tall and sturdy wall of the city. Even if somehow the creatures managed to breach the first wall, they would stand no chance against the second and third walls behind it, before the defenders cut them to pieces.

In addition to this, the defenders were comforted by the fact that all entrances to the city were laid with deadly traps. Anybody or anything that attempted to come through the gates when the trap defences were activated would be very quickly torn to shreds by the defensive blade traps and dart fields that littered the corridors. Even if somehow intruders managed to breach the first and second gates, the defenders of the city could unleash huge defence boulders that could sweep whole armies with a single pass! No army, no matter how tough or large, could have any hope of regrouping past the main gates, as the defence boulders would make short work of it.

To make matters worse for any invader, the controls for the gates and trap defences themselves were protected by some of the city's best-trained and equipped guards, the Tamalir Champion Guards. These champions were armed with powerful artefact weapons and armour that made them almost impossible to defeat by anybody but the most treacherous and dangerous foes in the known world.

To the citizens of the city, Tamalir was the most protected and secure city in the world. It was this belief that allowed the city to grow in both wealth and influence after the end of the Dragonlord Wars of the not so distant past.

The barrage

Soon after the host gathered outside the city, defenders saw far into the distance something that shattered their illusions of safety and sent a deep chill through their souls: war machines!

The gathering of a large enemy host in front of the gates was proof enough that this was no mere random raid; the site of catapults was a damning proof that the assault was carefully planned, possibly months ago, and its approach to the city masterfully concealed.
Moreover, the appearance of a dragonlord (not seen since the Dragonlord wars of the past) flying above the battlefield, ended any hope the defenders had that this "incident" would be resolved quickly or indeed easily. The city now prepared for the worst…

The defences were activated without further delay. The eyrie silence of the morning was suddenly broken by a sound that had not been heard since ages past: trumpets, calling the Champion Guard to defend the city!

Far, beyond the ends of the first wall the gathered host screamed, howled and struggled to keep ranks in anticipation, eager to unleash its fury and bloodlust on the defenders. Then among the screams and growls rising from the army, came a more sombre sound: wood hitting wood and a loud thump, as rock after rock, fiery ball after fiery ball was unleashed from the gathered war machines. Each successful hit from the catapults was met with loud cheers from the enemy host and screams of ecstasy if it happened to land on an unfortunate defender. The defenders, sought cover wherever they could find it.

Although there were a few casualties, the defenders were mostly worried about the main gate. If the gate was to fall, then nothing could stand between them and the enemy host; and this was not a thought many of them entertained.

Unknown to most defenders, the fiery barrage had littered the yard beyond the first wall with small fires, gapping craters and rubble. The city was not taken yet, but it was already burning…

The assassination of the Champion Guards

Even though the catapult barrage seemed terrible on its own right, its true intent was not clear until it was too late.

Initially most defenders thought that the barrage was a prelude to the attack from the enemy host, so they patiently waited under cover until it ceased. However, the barrage was not the beginning of the assault; it was a distraction for something even more devious.

Not long after the catapults started pounding the city, three small groups of enemies, appeared from underground openings behind the first wall, very near the controls of the three main gates of the city. Just as the defenders were scouring for refuge, a band of ferrox, lead by Deep Elves, launched a coordinated, surprise attack on all Gate Controls Guard Posts behind the first wall. Even though most of assailants perished at the hands of the Champion Guards, they eventually succeeded in overwhelming their opponents by their sear numbers. The left and right gate Champion Guards fell easily to the ferrox's claws and deep elves' daggers. The guards of the main gate on the other hand, overcame the initial surprise and managed to slay most of the attackers, with minimum losses. Seeing their comrades killed at the hands of these creatures, drove the Champion Guards to madness and *despair*! They abandoned their guard posts and used the same underground passages opened by the creatures to launch a counter-attack outside the city walls. Their desperate attempt was proven suicidal, as they quickly found themselves outnumbered by countless of raging enemies. Although they managed to slay many creatures, they were eventually overwhelmed and one by one met their doom, leaving their precious artefacts where they had fallen. After the demise of Champion Guards, more creatures poured from the underground openings into the city's first yard and headed for the gate controls. The city's need was never more dire than now…

Called to defend the city

The players in this adventure are members of the Champion Guard of Tamalir. The players are stationed inside the city, when the assault begun.

Players can start in any of the following locations on the map:

- Near the southeastern or southwestern Encounter tokens (marked as "To the main city") on the map.
- The city token

They are the city's most effective weapon against invaders…

Now…They are also the city's last hope for survival.

Quest Goals

Players

The players take the roles of the Tamalir's Champion Guards, who are called to defend the city against the enemy army gathered by the dragonlord Fromax.

The heroes must:

- Repel the assault
- Secure the city gates
- Activate the corrupted **all** glyphs transport gates opened by the enemy army thus putting an end to incursion.
- Prevent any creatures from reaching the inner city
- Kill any creatures that managed to reach the inner city

Initial Setup

Player limitations

5 players (inc the Overlord) is **highly recommended** for this adventure, with 4 players being the absolute minimum. The adventure could last from 4-6hours.

Game requirements

This game requires the following:

1. One box of Descent: Journeys in the Dark
2. One box of Well of Darkness expansion
3. One box of Altar of Despair expansion

Treachery

The Overlord has the following treachery in this adventure:

Event	Trap	Spawn
4	0	8

Placement

Use the skeleton map supplied under section: Quest Maps: Skeleton Map (Useful for placing the map tiles) on page 16 to build the layout of the map.

The whole map is visible from the beginning, even though there are some doors present in the setup.

Next, use the normal map as shown on the section: Quest Maps: Normal Map on page 15, to place all the remains tokens and monsters.

All creatures shown (that are **on** the map) should be placed there from the beginning. This will include **all** normal creatures available.

After all the creatures and tokens were placed on the map, place all master creatures as shown next to the paths to the city, as shown on the map. The master creatures are divided into three groups and are **placed off the map but right next to the entrance to the city as shown on the map**. The reason for this is that the creatures will start from there, when spawned on the map, so creatures from the Left Side Reinforcements will only start on the "Left path to the city", etc.

Players starting positions

The players may select their starting positions from either next to the south-eastern or south-western Encounter tokens at the map marked as "Staring area for players", **or in the city itself**. Place the city token close to the south side of the map.

Starting assets

Players start with 7 Conquest Tokens, no gold and no items while the Overlord starts the game with 3 Overlord cards and X Threat Tokens, X is the number of players. If the players start in the city, they are allowed to start the game with any items from the market they wish (see "Purchasing new equipment from the city market" below).

Special instructions

Players

Purchasing new equipment from the city market

The players belong to the Tamalir Champion Guard.

All items marked as city market items are at their disposal free of charge. Players may choose as part of the market action to select **any type or number of items from the market and equip them at no cost (normal character-related restrictions on type and number of items still apply).** There is no money involved in the game. All purchasable market items are considered to be in the Guard's supply rooms.

All potions are also free but are limited in number. Once a potion is used, is removed from the game and it is no longer available for purchase. The guard has limited resources after all.

Players may not purchase training tokens, treasures or new skills (since money is not used in this adventure). The only way for the players to obtain training tokens, treasures or new skills is to accomplish mini objectives or kill master creatures (see sections
Achieving mini objectives and Killing master monsters below).

Activating and navigating glyphs

There are several glyphs on the map and more can be spawned by the Overlord, as it is described under the section Spawning glyphs (corrupted) on page 11.

A glyph may be in either of two states: Activated ("white" side up) or Corrupted ("red" side up).

When a player moves on top of a Corrupted glyph, he/she will have to remove the corruption from it before it can used. In order to do that, the player must perform a **Prolonged Action of Magic(1) (can be disrupted by any event, solo).** Once the player succeeds, he may flip the glyph to the activated side ("white" side up) and the heroes gain 3 Conquest Tokens.

An activated glyph can then be used to travel to town or **any other activated glyph anywhere on the board.**

Supply crates of the guard (treasure chests)

The attack on the city took the guard by surprise. Most of their supply crates that contained weapons and armour where lost in the initial assault. Some of them are still left in scattered around the city, as the defenders retreated.

No chest traps may be played in this game by the Overlord. Once a chest of a particular colour has been opened, the heroes can draw treasure cards of that particular colour when they complete mini objectives (see
Achieving mini objectives below).

Controlling traps

Before the defenders of the city retreated, they activated the city defensive traps. They are controlled by various switches on the map, marked by the Encounter tokens. In order for the players to control the traps, a player must stand on the Encounter token that controls the trap he/she wants to influence and perform a **Prolonged Action of Ranged(1) (continuous, solo, cannot be disrupted). For as long as the above action is successful (the action may last several turns), other players may ignore the trap's affects if they move through it for that turn.** On the new players' turn, the trap controls are reverted to normal and affect all figures. If a player is still stationed on the trap's control, he/she can attempt the test again and if successful, control the trap for another turn.

The traps cannot be disabled by either players or Overlord, and can only be temporarily controlled from figures on the board.

An exception to this is the boulder traps. Boulder traps are never ignored by any figures. Instead, the movement of the boulder is augmented by the owner of the figure that controls these traps. The control of the boulder will be maintained for as long as the figure is still in control of the trap's mechanism.

The owner of the figure that gains control of a boulder, rolls one yellow die and one red die and moves the boulder equal amount of spaces on the board along its set course, as described in the Descent rules. This movement

is in addition to the normal boulder movement that occurs during the Overlord's turn and it is performed immediately after a figure has gained control of the boulder. If the said figure is a player, he/she may spend 1 fatigue to move the boulder 1 additional space per fatigue point spent. ***The guards know the traps better than anybody else does***.

Reinforcing the gates

The heroes may choose to reinforce any gates in the map (marked by the door props) in order to stop monsters from forcing the gate open. In order to do so, the hero(s) must do the following:

- Be adjacent to the gate
- Perform a **Prolonged Action of Melee(X) (continuous, group, can be disrupted by moving away from the square or if the hero performs an attack),** where X is the number Power Enhancements rolled by the heroes**. As long as the heroes continue this action, any progress counters accumulated so far (to the maximum available from the game) will add to the gate's strength (wound value).**

Controlling the gates

All gate controls (altars) start with their "yellow" side up in the game (under the control of the players). The Main, Left and Right gates can be opened in of one of two ways:

- Using the rune-keys: the rune-keys that open and close these gates, are located in the Control Room. Once acquired, they can be used to open and close the main gates as normal.
- From the gate controls: the gates can also be opened remotely by their respective control altars, one for each gate.

If the gate controls have been corrupted by enemy creatures, they will be with the "green" side up. The players will have to revert the controls to their normal, uncorrupted state ("yellow" side up) before taking control of them. In order to do this, the player(s) must do the following:

- Stand on the altar that corresponds to a particular gate and spend 2 movement points
- Perform a **Prolonged Action of Magic(1) (group, can be disrupted by any event)**

If the above succeeds, the players gain 2 Conquest Tokens. The altar is then flipped to its "yellow" side and it can be used to control the gates by the players.

In order for players to open/close the gates via the control altars, they must perform the following:

1. Stand on the altar and spend two movement points.
2. Perform a **Prolonged Action of Melee(2) (group, cannot be disrupted).** Once the action is successful, the gate will close/open. **The above action is carried out in stages, i.e. the door closes as soon as the player manages to accumulate any progress counters. In other words if a player manages to only accumulate 1 progress counter that turn, the gate will move by one square. As soon as the player(s) obtains a second progress counter, the door will move another square. When a gate is fully opened, slide it sideways to indicate that the gate has been opened.**

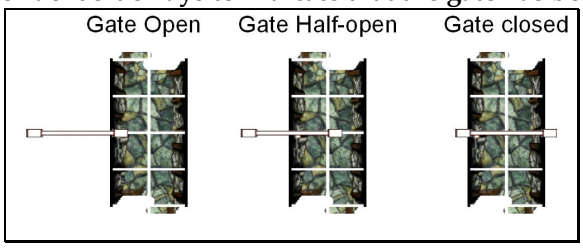


Figure 1: Status of the gates

- **Any figures caught on the path of the gate as it closes, are automatically destroyed.**
- **Any figures that occupy a single space on the game board can pass through a half-open gate.**

The secondary gates (placed behind the Defence Blades A, B and C), can only be opened using the controls (Gate Control A, B, C)

- **A gate will remain at its last modified state until changed. If a gate's status was modified by any figure, it will remain in that state until another figure changes its state. Gates will neither open nor close automatically.**

The heroes can only control the gate's mechanism as long as the altar is on the "yellow" side. If for any reason the altar changes alignment, the heroes can no longer control the gates.

All doors at the control room are normal gates that can be opened and closed by any figure using 2 movement points. Heroes however can reinforce these doors just like any other gate (see Reinforcing the gates, p. 6).

Healing in the city

Heroes injured in combat may seek the help from the city's healers. In order to do that the hero must fulfil the following conditions:

- He/she must already be in the city in the beginning of his turn
- Spend his entire turn by declaring he is healing

He/she then rolls a white and red die and heals equal amount of wounds as shown in the die. If the player rolls "X"s on any die, that die heals no wounds.

- **A player may spend any number of wounds rolled on the dice to remove equal number of Effect Tokens from his character instead of healing wounds.**
- **All fatigue is restored to the full value.**
- **The Overlord gains Threat Tokens equal to the amount of wounds rolled on the dice.**

Death of heroes

In the unfortunate event that any hero dies, the following occurs:

- The hero's turn ends immediately and he is teleported back to the town.
- All Master Monsters not converted to training tokens or new skills still in possession of the player are returned to the Overlord and become available for spawning
- The hero gets all his/her wounds and fatigue back and looses all effects currently on him/her
- Players loose Conquest Tokens equal to the dead hero's Conquest value.

Killing master monsters

Master monsters in this adventure are valuable assets to both Overlord and players. These represent lieutenants of the enemy army and carry significant importance in the attack.

If any player kills a master creature, the players automatically gain 1 Conquest Token. Furthermore, the player takes the master creature and keeps it in front of him/her. **At the end of his/her turn**, a player **may** exchange master creatures he/she has slain for Training Tokens or New Skills.

Each master creature is worth MCEs (Master Creature Experience) equal to the squares occupied by its base. For example, a master Beastman is worth 1 MCE while a master demon is worth 4 MCEs.

The cost in MCEs for a training token is: **1+ the number of Power Dice that the character has on a particular category**.

A Player that rolls zero Power Dice on a category that has slain master creatures worth 2 MCEs therefore can purchase his/her first Training Token by giving back the Overlord master creatures to the value of 1 MCE. The next training token for the same player will cost 2 MCEs (1 + the number of Power Dice he has already in that category, i.e. 1).

- **Any excess MCEs from creatures used to pay an experience upgrade are lost.**

At the end of his/her turn and **instead of acquiring a Training Token**, a player may choose to exchange a Training Token for a new skill card from the skills deck.

The cost in MCEs for this is: **2 + number of skill cards that Player already has in the category that he/she wishes to upgrade + 1 Training Token of the corresponding category**. Therefore, a Player with two fighting skill cards, zero subterfuge skill cards and one magic skill card would have to pay: 4 MCEs and 1 Melee Training Token for one new fighting skill card, 2 MCEs and 1 Subterfuge Training Token for one subterfuge skill card and three MCEs and 1 Magic Training Token for a new magic skill card.

All skill cards are drawn at random by the player.

Only 1 training token/Skill card can be obtained per Player's turn.

- **Once a master creature is used by the player to pay for an upgrade, it is given back to the Overlord and it is now available for spawning. It is placed in any of the reinforcement areas at the north side of the map, at the Overlord's discretion.**
- **Training upgrades and skills are limited by the contents of the game's box. Once all Training Tokens have been exhausted, players wishing to upgrade will have to wait until players spend their Training Tokens to acquire new skills.**
- **Any master creature that is not killed directly by the players, returns to the Overlord's reinforcements and does not award experience to the players. It does however award Conquest Tokens.**

To summarise:

Training Asset (per category)	Cost in MCEs
Training Token	1 + No of Power Dice
Training Skill	2 + No of Skill Cards + 1 Training Token

Achieving mini objectives

The players are encouraged to pursue the completion of the main objectives in the game, for the future of the city and its citizens depend on it.

However, there is an additional incentive. Each of the glyphs and altars the players manage to capture awards them Conquest Token and treasure.

As with the normal rules, players that manage to change corrupted glyphs to activated glyphs, they gain +3 Conquest Tokens. **Instead of collecting the Conquest Tokens however, the players may opt to draw a treasure card each, from any treasure deck that corresponds to a colour of a previously opened chest in this game.** For example, if the players have already opened a silver and a copper treasure chest, they can **opt to draw 1 silver card or 1 copper treasure card each** when they activate a corrupted glyph **instead of obtaining 3 Conquest Tokens**.

Similarly to the glyphs, the players gain 2 Conquest Tokens upon taking control of an altar (flipping it to the "yellow" side). **Instead of collecting the Conquest Tokens however, the players may opt to draw a treasure card from any treasure deck that corresponds to a colour of a previously opened chest in this game.** For example, if the players have already opened a silver and a copper treasure chest, they can **opt to draw 1 silver card or 1 copper treasure card each** when they convert an evil altar to a good one, **instead of obtaining 2 Conquest Tokens**.

Killing creatures in the city

The main objective of the guards is to stop any enemy creatures from reaching the city.

If any creatures reach the Encounter tokens at the south part of the map (marked as "To the Main City"), those creatures can spent 1 movement point and move inside the city itself! This is particularly bad for the heroes as the creatures will start slaughtering innocent civilians and it could spell the end of the once proud city of Tamalir.

The heroes can still fight any creatures that managed to slip through the defences and into the city. In order to do that, the hero(s) will have to do the following:

- Be in the city
- Spent one of their half actions as an attack
- Declare a creature in the city as their target
- Attack it as normal

The only difference to the normal combat as described in the Descent manual is that any attack fails only on a miss result on the dice. There are no range requirements for ranged or magic attacks (we assume that the hero was close enough!)

Overlord

Playing Overlord Trap cards

Any Space Traps are played as normal. In actuality, they are catapult attacks from the war machines outside the city, bombarding the inner yard, behind the first wall. If the Overlord runs out of Pit or Rumble tokens, please feel free to reuse any of the tokens already on the board.

After the Overlord plays a trap card on a player, the targeted player **tests first** to see if he/she avoids the trap. If the player manages to avoid a trap, he/she may spend 1 fatigue to roll a blue die and choose any direction from the targeted square. The trap (boulder) then is moved the same number of squares in that direction as indicated by the blue die roll and lands on the resulting square. If the result of the die is "X", then the boulder strikes the original square but inflicts **double the damage to the hero, including any figures on the adjacent square.** Any figures under the new square must test to see if they are hit by the boulder as per the traps instructions. Any other figures adjacent to the location of the targeted player who avoided the trap are not therefore affected. This is illustrated better in the Diagram 1: Modified trajectory of a boulder below.

All Traps follow the following rules:

1. **A traps (boulder's) trajectory can only be altered by the heroes once. A hero that is located on the new square may not alter the traps trajectory again.**
2. **Only the player targeted by the boulder may spend fatigue to alter the boulder's trajectory and not any adjacent heroes.**
3. **Only heroes can alter the trajectory of a boulder. (since only heroes can ever be the recipients of traps played by the Overlord)**
4. **Any normal (non-master) creatures that fail to avoid any traps are instantly killed.**
5. **Overlord may only play Trap cards in any space on the board between the first set of gates (Left, Main and Right gate) and the second set of gates (Gate A, Gate B and Gate C). The spaces have been coloured red in the map for convenience.**

Example: A trap is triggered on square A. The targeted hero managed to avoid the trap, so he decides to spend 1 fatigue to change the trajectory of the boulder. He rolls a blue die and chooses square 'X' as the direction of the boulder's new trajectory. He rolls 3 on the blue die. Therefore, he moves the trap 3 squares along the chosen direction. Any figure on square B is now hit by the boulder instead.

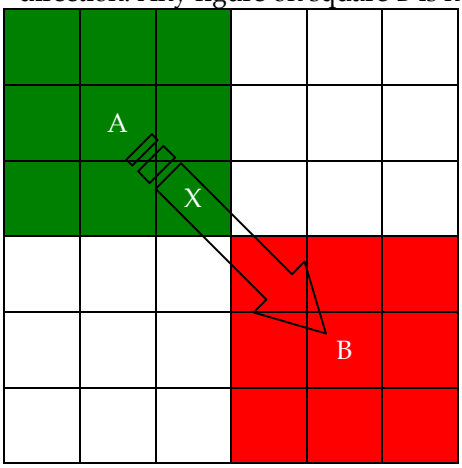


Diagram 1: Modified trajectory of a boulder

Playing Chest/door traps Overlord cards

There are no chest or door traps in this adventure. Instead, these Overlord trap cards can be used as normal space traps. In actuality, they are catapult attacks from the war machines outside the city, bombarding the inner yard, behind the first wall. Treat any chest traps as Explosive Boulder catapult strikes and any door traps as a Huge Boulder catapult strikes. These can be played against **any** player that moves into a square. The characteristics of the traps are as follows:

Overlord Trap Card	New effect	Damage inflicted on Master Creatures or Heroes	Secondary effects	Effects on the square	Avoidance Prerequisites
Any chest trap	Explosive catapult boulder	4 wounds (ignoring armour) and **Blast 1 ignoring LOS.**	All figures receive a Burn token	Place a lava token on the square. Treat that space as a lava space from now on	As per card instructions
Any door trap	Huge catapult boulder	4 wounds (ignoring armour) and **Blast 1 ignoring LOS**	All figures receive a Stun token	Place a pit token on the square. Treat that space as a pit space from now on	As per card instructions

If the lava or pit tokens for above traps run out, the Overlord may use any such tokens already on the board by moving them to the new place.

> **The Explosive and Huge boulder traps described here must obey all the rules described under the section Playing Overlord Trap, on page 9.**

Playing Overlord Spawn cards

Before activating any creatures, the Overlord may play a spawn card, as per the following modified rules:

- He may never use more creature figures than he has
- He **may ignore** Line-Of-Sight (LOS) from any heroes
- He may **only** spawn the creatures next to a **corrupted glyph** (glyph with the "red" side up)
- The last creature to be spawned must be placed **on top** of the corrupted glyph.
- All creatures spawned, must be adjacent to or as close to the glyph as possible
- Any master creatures spawned this way, must be taken from the Overlord's reserves and **not** from the players unspent experience pool of master creatures.
- Any player skills (or familiars given by those skills) that disrupt spawning of creatures **will and do** affect the spawning of creatures, so an Overlord Spawn card **may not** be played if it is in violation of any of these skills. If an Overlord Spawn Card played is in violation of any of these skills, the card is discarded and no creatures are spawned. Overlord **does not** gain Threat Tokens as a result.
- The Overlord may reuse any creatures already on the board as part of spawning creatures with a Spawn card
- Only one spawn card may be played per turn as per the normal game rules

Calling reinforcements

The dragonlord has amassed a huge army with which he intends to destroy the city. Before activating any creatures, the Overlord may spawn additional creatures on **any** corrupted glyphs (glyphs with the "red" side up). The creatures can be of any size or strength and are drawn directly from the Overlords reserves.

> **Only one creature per glyph per turn may be summoned this way**

> **Overlord may not use creatures already spawned on the board for the purposes of spawning new creatures using this action.**

The Overlord must pay Threat Tokens in order to summon creatures on glyphs:

- **Normal Creatures**: 1 x number of squares the creature occupies on the board (i.e. 1 for all small creatures, 2 for medium size creatures, 4 for all large creatures, 6 for very large creatures)
- **Master Creatures**: 1 + (1 x number of squares the creature occupies on the board (i.e. 1 for all small creatures, 2 for medium size creatures, 4 for all large creatures, 6 for very large creatures))

For example, a normal demon will cost 4 Threat Tokens to spawn, while a master demon will cost 5 Threat Tokens to spawn.

Creatures spawned like that are placed on top of the corrupted glyphs. They ignore players' LOS but **not** abilities that would otherwise forbid the Overlord from spawning creatures.

This action may be played **in addition to any spawn cards played by the Overlord.**

Spawning creatures

The Overlord may spawn normal or master creatures through any of the starting areas for creatures on the map (north side of the map). A creature spawned this way costs no Threat Tokens, if it is starting in the north side of the map on the areas marked as "New Creatures Start here". All creatures spawned this way, start **next** to the glyph and may move as normal. This action does not count as a spawn for the purposes of playing spawn cards by the Overlord. The creatures are considered to be off the map and are moving into the map. This action automatically activates the creatures.

Corrupting and navigating glyphs

Just as the players can activate glyphs on the map, certain creatures can "corrupt" them. The Corrupt glyphs serve as gateways that can be used to spawn even more creatures or for creatures from other corrupted glyphs to transport to them.

Only the Dark Priests (normal or master) can corrupt Activated glyphs. In order to achieve this, the Overlord controlling a Dark Priest figure may declare an activated glyph as the target of a corrupt attack. He then performs a magical attack as normal on the glyph. **If the attack inflicts at least 3 wounds, the glyph is corrupted.** If this happens, the glyph is flipped to the inactive, corrupted side and the players immediately loose 1 Conquest Token.

Creatures can navigate through inactive, corrupted glyphs just as players do. Any size creature can use a glyph as long as at least 1 of its base squares can move on top of it while still maintaining on a valid place on the game board.

Spawning glyphs (corrupted)

In addition to this, Sorcerers may even open **new corrupt glyphs anywhere on the map,** under the following restrictions:

- The figure must have LOS to the square selected for glyph summoning
- No glyphs, traps, obstacles or figures may be present on the square.
- There are glyph tokens available that have not been placed on the board (if all glyphs have been placed, no more glyphs can be summoned this way). **Note that dark glyphs may not be used instead of normal glyphs, unless they have already been purchased with Treachery by the Overlord during the game's setup.**
- **The attack on the square does not miss and causes at least 4 wounds.**

The Overlord then places 1 glyph with the inactive, corrupted side up ("red side") on the square chosen. Any treasure or item tokens on the square are instantly destroyed and are removed from the game permanently.

Controlling traps

Overlord may use some of his figures to take control of some of the traps. The controls for all static traps in the board are marked with an Encounter Token. In order for the Overlord to take control of a trap, he must perform the following:

- Move a small creatures on top of the Encounter token that corresponds to the trap he/she wants to control and spend 2 movement points
- **Instead of an attack**, the figure then controls the trap for 1 turn. As long as the creature does not attack and remains on the Encounter token, the Overlord is in control of the traps functions. The Overlord **must declare that the creature forfeited its attack in order to control the trap. This action will activate the creature.**

☞ **Any creature controlled by the Overlord, can ignore the trap's effects for as long as the Encounter token that corresponds to that trap is occupied by a friendly creature that forfeited an attack.**

☞ **If the creature that occupies the trap control is killed, the trap that corresponds to that control is instantly activated. Any figures present on the trap will instantly have to resolve the trap's effects.**

> **Normal creatures are instantly killed by the static traps on the map. Master creatures and heroes, resolve their effects as normal.**

An exception to this is the boulder traps. Boulder traps are never ignored by any figures. Instead, the movement of the boulder is augmented by the owner of the figure that controls these traps. The control of the boulder will be maintained for as long as the figure is still in control of the trap's mechanism.

The owner of the figure that gains control of a boulder, rolls one yellow die and one red die and moves the boulder equal amount of spaces on the board along its set course, as described in the Descent rules. This movement is in addition to the normal boulder movement that occurs during the Overlord's turn and it is performed immediately after a figure has gained control of the boulder.

Not all creatures can take control of the traps. Only the small humanoid creatures can be used to such an effect. These are the following:
Beastmen, Deep Elves, Sorcerers, Dark Priests, Kobolts, and Skeletons.

Corrupting and capturing the Gate Controls

Creatures controlled by the Overlord can corrupt and capture the city gate controls.

All gate controls (altars) start with their "yellow" side up in the game (under the control of the players).

In order for any creature to corrupt the gate controls, the Overlord must perform the following:

- Move any creature on the Gate Control (altar)
- Spend 2 movement points

The creature is then killed and the altar is flipped to the "green" side. Once the above action is complete, the players loose 1 Conquest Token. The gate control ("green" altar) can now be used by creatures controlled by the Overlord to open and close the gates

In order for any creature to open/close a gate, the Overlord must perform the following:

- Have the creature stand on a "corrupted" gate control ("green" altar)
- Forfeit the creatures **whole movement** in order to open/close the gate by 1 square
- Forfeit the creatures **whole attack** in order to open/close the gate by 1 square

The creatures can only control the gate's mechanism as long as the altar is on the "green" side. If for any reason the altar changes alignment, the creatures can no longer control the gates.

> **A gate will remain at its last modified state until changed. If a gate's status was modified by any figure, it will remain in that state until another figure changes its state. Gates will neither open nor close automatically.**

Forcing the gates

Although the magically forged gates of Tamalir cannot be broken down, they may be forced open if sufficient strength is applied to them. The Overlord may use any figure with melee attack in an attempt to force the gates open. In order to achieve this, the Overlord must do the following:

- The figure must be adjacent to the gate
- The figure must be able to perform a **melee attack**.

The gate is considered to have armour of 5 and 2 wounds. For every wound scored by the attack, the gate is opened 1 square (slide it on one side). Multiple creatures may attack simultaneously if they start their turn adjacent to the gate. The Overlord must declare that the creatures are performing a Force Open Gate action.

Any heroes adjacent to the gate that chose to reinforce it in the previous turn (as seen under the section Reinforcing the gates on page 6) add any of their acquired progress counters to the gate's wound value. Creatures attempting to force open a gate must first remove any progress counters the heroes have accumulated from their **Prolonged Actions** before they can apply their damage to the gate and force it open. A gate may never be destroyed by such an attack.

Overwhelming defensive traps

The defensive traps already on the board are **deadly** to all but the toughest creatures. Normal creatures do not stand a chance against the city's defensive, magically controlled traps. Master creatures can survive even they fail to avoid them. All creatures however can **overwhelm** a trap by their sear numbers!

Apart from the Blade Defensive Traps that are impervious to overwhelming, the dart traps need sometime to recharge after they fired a certain amount of darts.

For each figure that passes through the trap, place a fatigue counter next to it. If the amount of fatigue counters is 5, the trap stops firing and is considered to be recharging. Any figures moving through its space now ignore the effects of the trap. If this occurs during the players turn, the trap will be ready again at the beginning of the players next turn. Similarly, if this occurs during the Overlord's turn, the trap will be active again at the beginning of the Overlord's next turn. **Once a trap has recharged, discard any fatigue counters on it.** Please note that the trap becomes active **before the Overlord or players perform any actions.** Any figures present on the trap at the time, must apply the effects of the trap **before doing anything else.**

Invading the Main City

Any creatures that manage to reach the inner city can start attacking the citizens directly! Any creature that moves onto the Encounter Token on the southern place of the map marked "To the Main City" may spend 1 movement point and move to the inner city! If that happens, the creatures turn immediately. At the end of the Overlord's turn, the creature may attack the civilians or any players stationed in the city already. **The players loose 1 Conquest Token per normal creature and 2 Conquest Tokens for every master creature performs an attack on the civilians**. The Overlord may have the creature attacking any heroes stationed in the city at the time, instead of attacking the civilians. The attack is resolved similarly to the heroes' equivalent action, as described in the section Killing creatures in the city page 8.

Winning conditions

Players win the adventure if at the end of their combined turns **either of the two following objective sets** is true:

- All gate controls (altars) in the map are on the good ("yellow") side and not flipped on the "green" side (see special instructions under the section: Controlling the gates)
- All glyphs in the game are flipped in the activated side ("white side up")
- Have at least 1 Conquest Token

Result: The heroes manage to seal off the portals used by the dragonlord's armies and finish off the remaining of his army trapped in the city. The city is safe again. The Champion Guards fulfilled their duties admirably and honourably.

Or

- Killing the Dragonlord Fromax (Master dragon figure)
- Have at least 1 Conquest Token left

Result: Without the dragonlord to coerce them into attacking the city, the remaining of the army scatters and abandons the assault. The city is safe again. The Champion Guards fulfilled their duties admirably and honourably.

Overlord

The Overlord wins the game if at any stage during the game **any** of the following conditions are true:

- Players loose their last Conquest Token
- All glyphs **and** all altars are flipped to inactive side ("red" side) and evil side ("green" side) respectively.

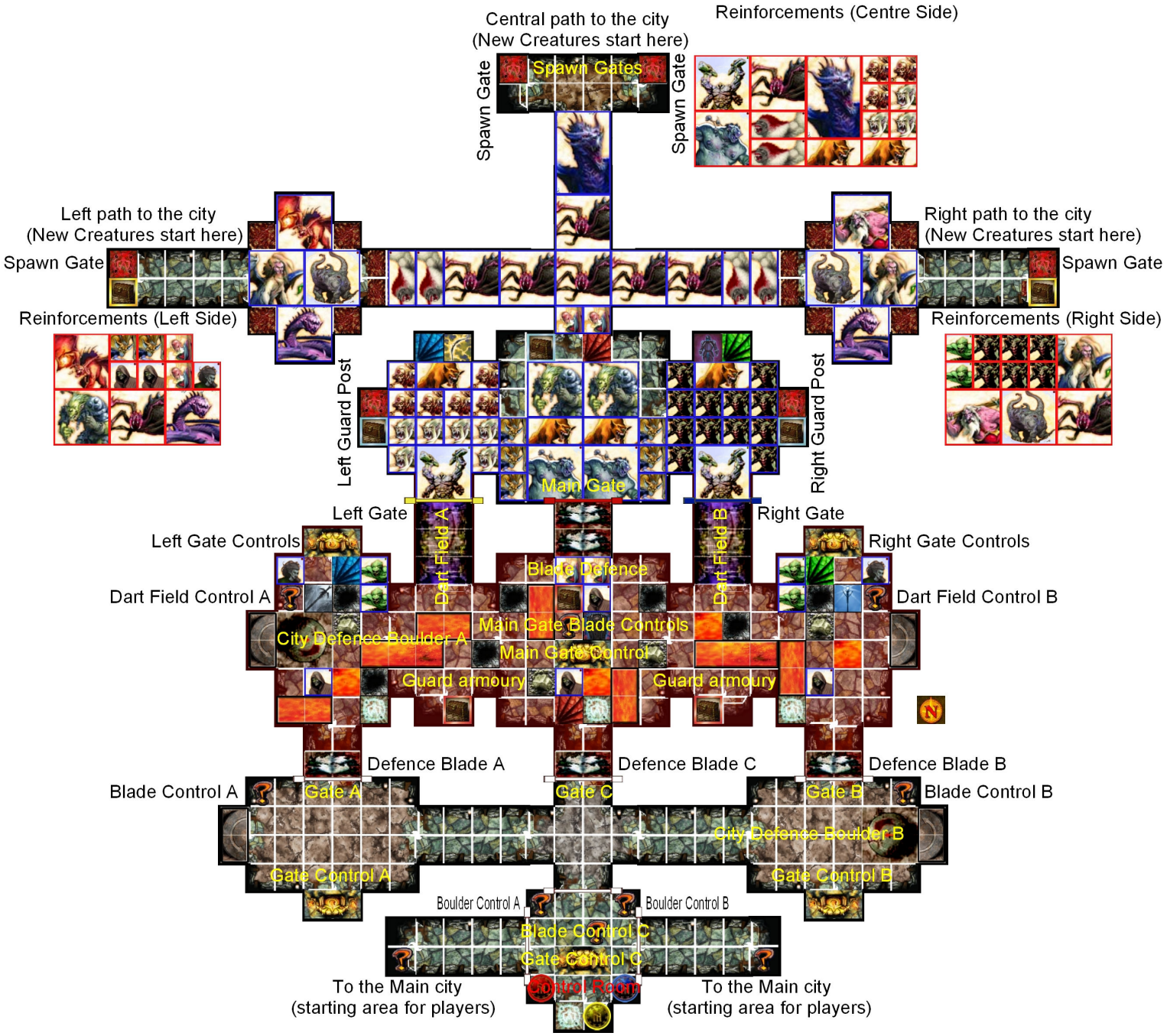
The dragonlord manages to overwhelm the city's defences. As the last Champion Guard falls dead, the dragonlord's army pours from the open gates into the undefended city.

The new day finds Tamalir in flames and its citizen slaughtered at the hands of the crazed enemy host.

By dusk, Tamalir is no more.

Quest Maps

Normal Map



Chest Type	Chest Contents
Copper 1	1 Conquest Token, 1 copper treasure, 1 Healing potion, 1 curse
Copper 2	1 Conquest Token, 1 copper treasure, 1 Vitality potion, 1 curse
Copper 3	1 Conquest Token, 1 copper treasure, 1 Power potion, 1 curse
Silver 1	2 Conquest Token, 1 silver treasure, 1 invulnerability potion, 2 curse
Silver 2	2 Conquest Token, 1 silver treasure, 1 healing potion, 2 curse
Silver 3	2 Conquest Token, 1 silver treasure, 1 power potion, 2 curse
Gold 1	3 Conquest Token, 1 cold treasure, 1 invulnerability potion, 3 curse
Cold 2	3 Conquest Token, 1 cold treasure, 1 power potion, 3 curse

Skeleton Map (Useful for placing the map tiles)